

DEEP FIGHTER



SEGA®

Ubi Soft
ENTERTAINMENT®
www.ubisoft.com

TM
TEEN
CONTENT RATED BY
ESRB

T-17705N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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GETTING STARTED

STARTING UP

Never touch the ANALOG THUMB PAD or L/R TRIGGERS while turning the Main Unit POWER button ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

1. Insert your DEEP FIGHTER Sega Dreamcast Specific Disc 1 into your Sega Dreamcast Console.
2. Plug in the Sega Dreamcast controller into Controller Port A
3. Switch on your power to your Sega Dreamcast Unit.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START BUTTONS. This will cause the Sega Dreamcast Console to soft-reset the software and display the title screen.

NOTE: The DEEP FIGHTER Sega Dreamcast Specific Disc 1 must **ALWAYS** be used to start up the game. At times during play you will be asked to remove the DEEP FIGHTER Sega Dreamcast Specific Disc 1 and replace it with the DEEP FIGHTER Sega Dreamcast Specific Disc 2. Follow the on-screen instructions to perform this operation.

If you remove the active controller after starting the game it must be re-inserted in the SAME controller port from which it was removed, before the game will resume.

THE STORY

INTRODUCTION

"We know that you're a good pilot, and that you are not afraid of anything. The Admiral thinks that you have what it takes to be a Deep Fighter."

Deep below the ocean an underwater civilization is fighting to survive the dual threat of deadly enemies and the impending destruction of their landscape.

As a Cadet, fresh from the Academy, you take on perilous missions as you fight to save your civilization. In DEEP FIGHTER you take on the role of MORAY 2, a pilot just out of the Academy. You are assigned to protect this colony from multiple threats and the natural dangers of a crumbling landscape. Your ultimate objective: to construct a giant Mothership that will transport your civilization safely away from these hostile waters.

You receive your first mission in the briefing room.

THE MAIN MENU

ALL the menus can be navigated using the DIRECTION BUTTON to scroll between menu items, the A BUTTON (confirm) to select menu items and the B BUTTON (back) to cancel menu selections and return to the previous menu.

Start New Game:

On starting a new game, you will be presented with a VMU select screen. If you wish to save your progress during the game, ensure that you have a VMU with 4 free blocks inserted. Use the Direction Button or the Analog Thumb Pad to select the VMU you wish to save to and then continue. Once selected, your progress will be automatically saved.

Load Game:

This will bring up the VMU select screen, where you can use the Direction Button or the Analog Thumb Pad to select a VMU and a file that you wish to load from.

Options:

Displays the following options menu:

SUBTITLES (ON/OFF Game): Turn the in-game subtitles On & Off Game (Game turns off just the briefing subtitles).

STEREO (ON/OFF): Turn the Stereo option for sound On & Off.

SFX VOLUME (Slider): Adjust the volume of the in-game sound effects.

MUSIC VOLUME (Slider): Adjust the volume of the music.

SPEECH VOLUME (Slider): Adjust the volume of the in-game speech.

OK: Confirm changes.

CANCEL: Cancel changes.

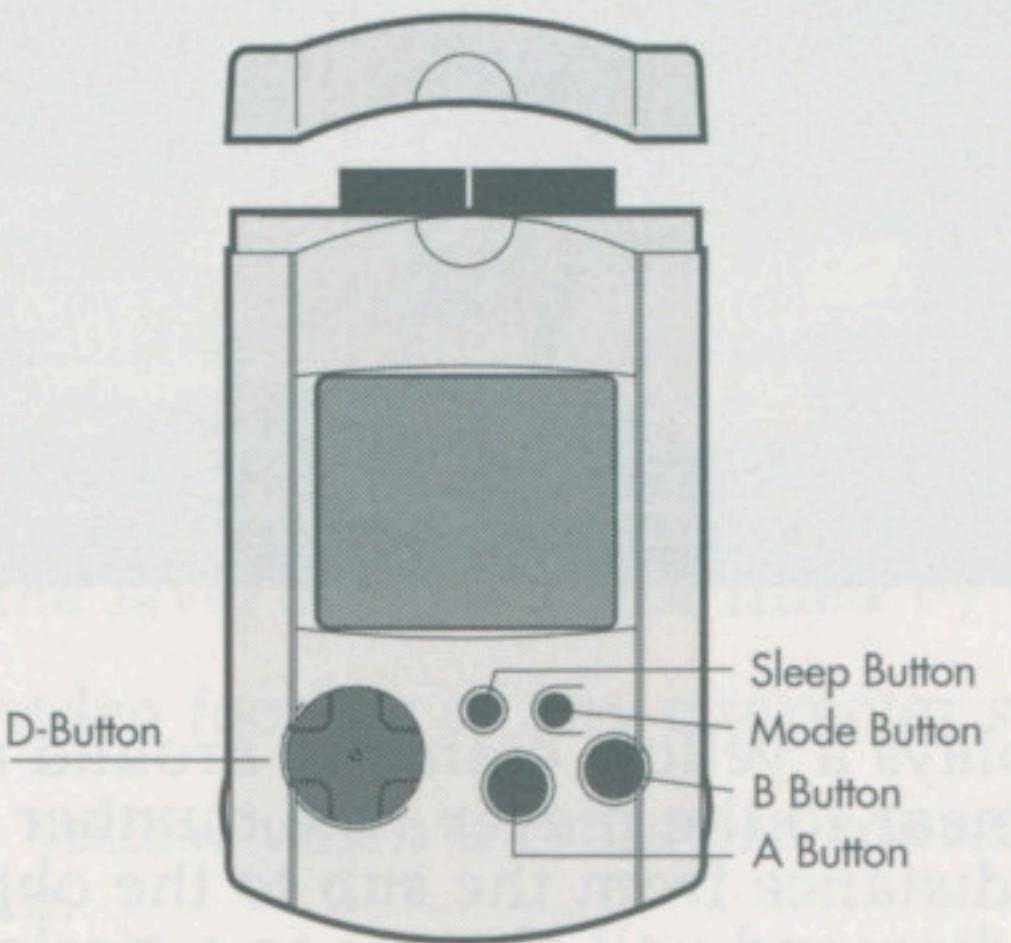
Credits:

This will display the game credits.

NOTE:

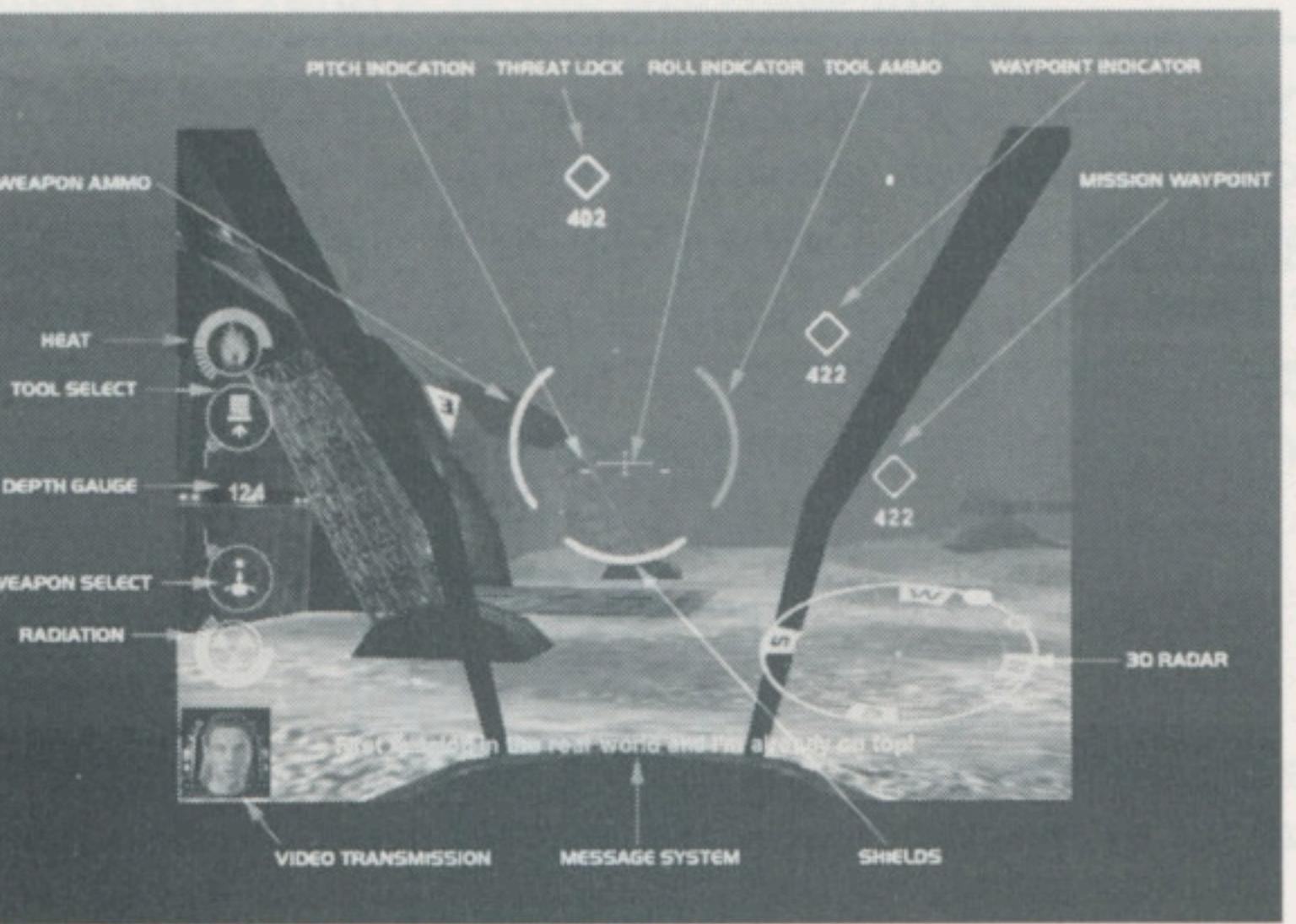
Do not remove the VMU while the auto-save is in progress. If the VMU is removed while the auto-save is in progress, you must re-insert the VMU.

Warning: You need a Visual Memory Unit (VMU) to save files. Do NOT turn off the power, and do not remove the VMU or the controller(s) while saving. Deep Fighter™ requires 4 free blocks to save game files.



CONTROL INSTRUCTIONS

Heads-Up Display (HUD)



Threat Lock:

Displays a yellow diamond around any non-organic threats that are near to the player. The number below the diamond indicates the distance from the sub to the object. When using torpedoes the diamond will change to a circle when the threat is in range.

Shields:

Displays the shield level of the player's fighter sub.

Pitch Indicator:

Two horizontal lines either side of the roll indicator that display the pitch angle (nose down or nose up) of the fighter sub.

Weapon Ammo:

Displays the level of remaining ammunition for the currently selected weapon.

Mission Waypoint:

In game display of the mission waypoint indicator is a blue diamond. This is set automatically by the sub computer depending on the current mission. The number below the diamond indicates the distance from the sub to the waypoint.

Roll Indicator:

A crosshair that graphically displays the relative position of the horizon to the orientation of the fighter sub.

3D Radar:

Displays objects such as vehicles (manned or unmanned), beacons and so forth in a radius of 500 units around the player.

- Non-organic threats are highlighted yellow.
- Non-organic friendlies are green.
- Cargo drones are orange.
- Repair droids are white.
- Beacons are purple.
- Circles indicating the direction of both blue and white (user defined) waypoint markers are also included.

Waypoint Indicator: In game display of the player's custom waypoint indicator is a white diamond. This is set in the map screen using the Right Trigger. The number below the diamond indicates the distance from the sub to the waypoint.

Message System:

Displays subtitles for all messages received by your fighter sub.

Tool Ammo:

Displays a relevant level for the currently selected tool. For example when the "ORS" is engaged (see page 15) this bar displays the level of hold space filled by collected cargo.

Video Transmission: Displays video footage of any character sending you a message.

Radiation Detector:

Lights up yellow when a radiation source is detected near to your fighter sub.

Tool Select:

Displays the currently selected tool from a scrolling list of all available tools. The selected tool will highlight in yellow when active.

Depth Gauge:

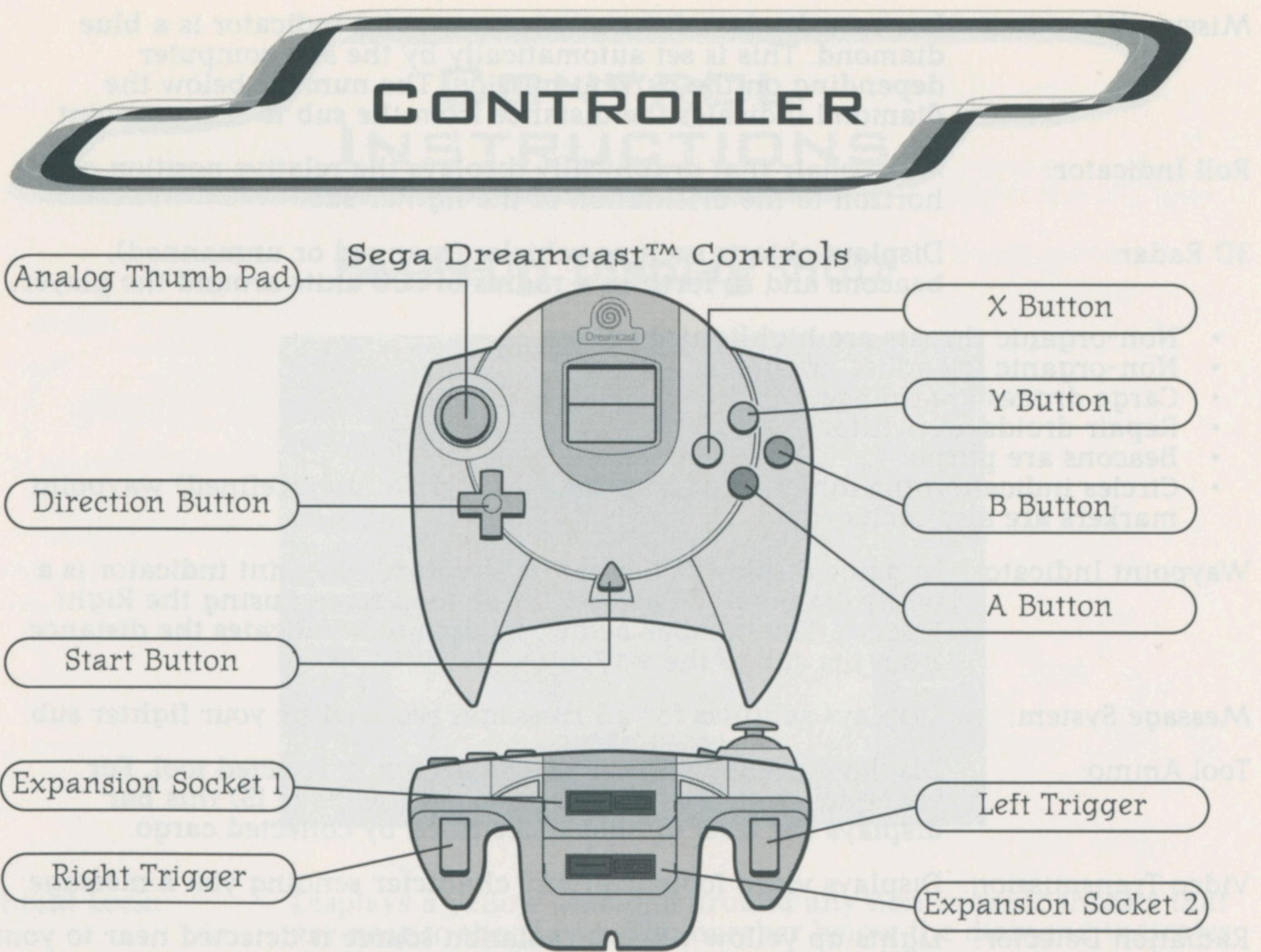
Displays the current depth of the player sub.

Weapon Select:

Displays the currently selected weapon from a scrolling list of all available weapons.

Heat Detector:

Lights up yellow when a heat source is detected near your fighter sub.



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

WARNING: Do NOT move the Analog Thumb Pad or press the L/R Triggers while turning on the main power. The game controller will not calibrate properly if the Analog Thumb Pad or the L/R Triggers have been pressed. The Jump Pack can only be inserted into the second Expansion Socket of the controller.

Movement

Y Button	Forward thrust
A Button	Backward thrust
X Button	Strafe left
B Button	Strafe right
Analog Thumb Pad:	Look around

Note: In some areas or against certain adversaries your sub will be locked into Attack Position, when this occurs your forward and backward motion is replaced by vertical (up/down) movement.

Other Craft Controls

D-Button Right	Cycles through all available weapons
D-Button Left	Cycles through all available tools
D-Button Down	Switch between HUD and Message History
D-Button Up	Map screen
Right Trigger	Fire current weapon
Left Trigger	Fire/activate current tool

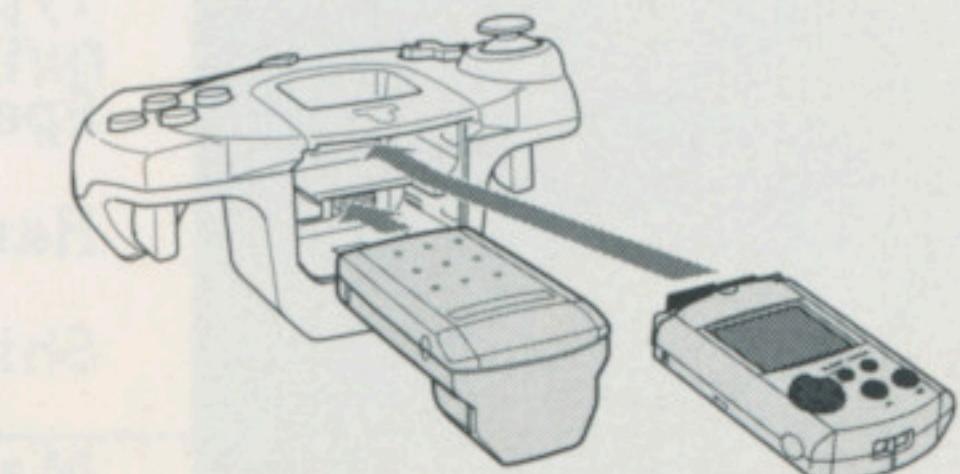
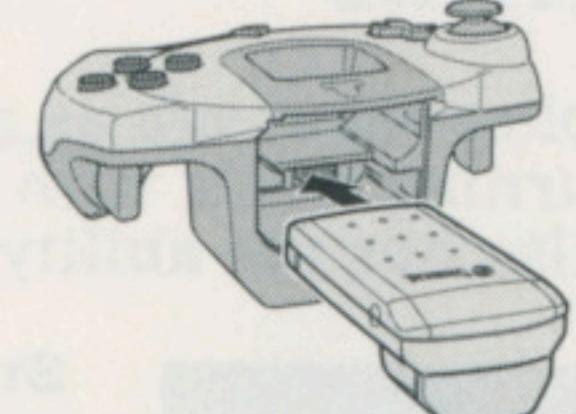
Map Screen Controls

Right Trigger	Place custom waypoint indicator
A Button	Select object for status
X Button	Zoom out
Y Button	Zoom in
A Button + Analog Thumb Pad	When zoomed in, scroll the map around

D-Button Up Leave map screen

General	
Start Button	Pause and bring up menu

Jump Pack

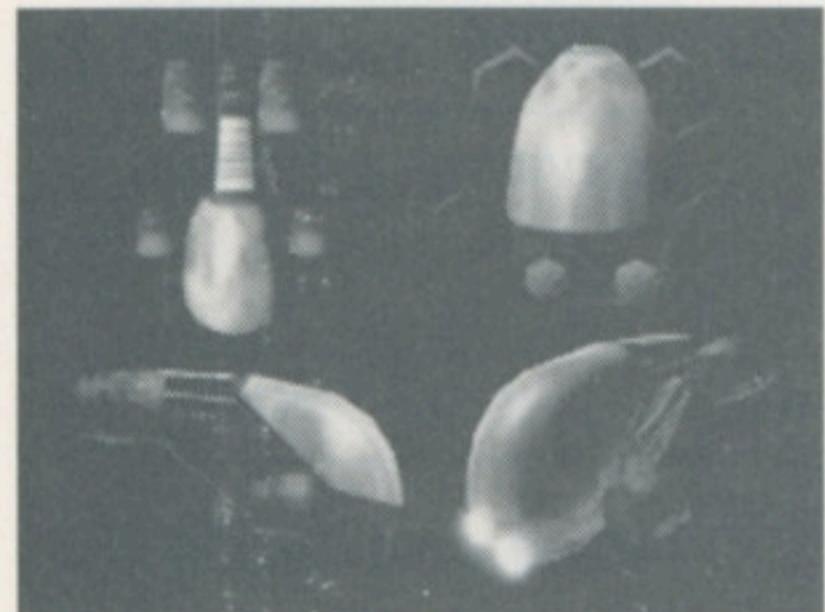


DETAILS OF AVAILABLE SUBS, WEAPONS & TOOLS

Defense Force Fighter-Subs

GP 1 AVENGER

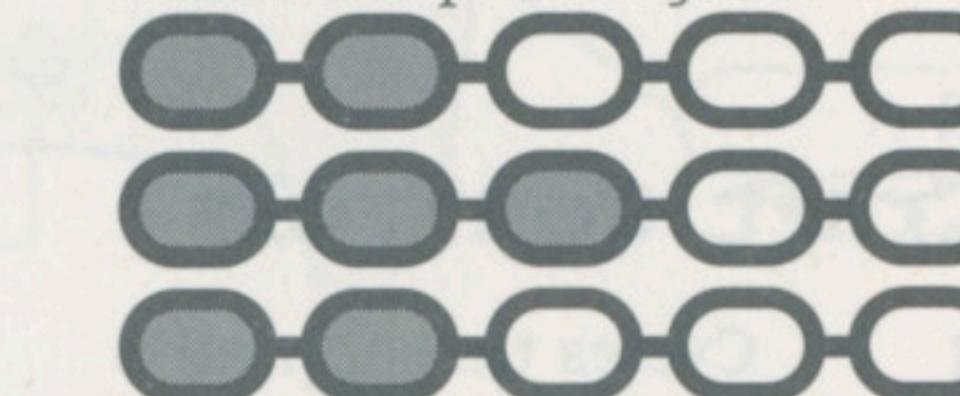
The mainstay multi-purpose fighter sub of the DF fleet. Highly versatile although it has low maneuverability and low speed.



Statistics:

Type:

Multi-Purpose Fighter Sub.



Speed:

Handling:

Shields:

Max Depth:

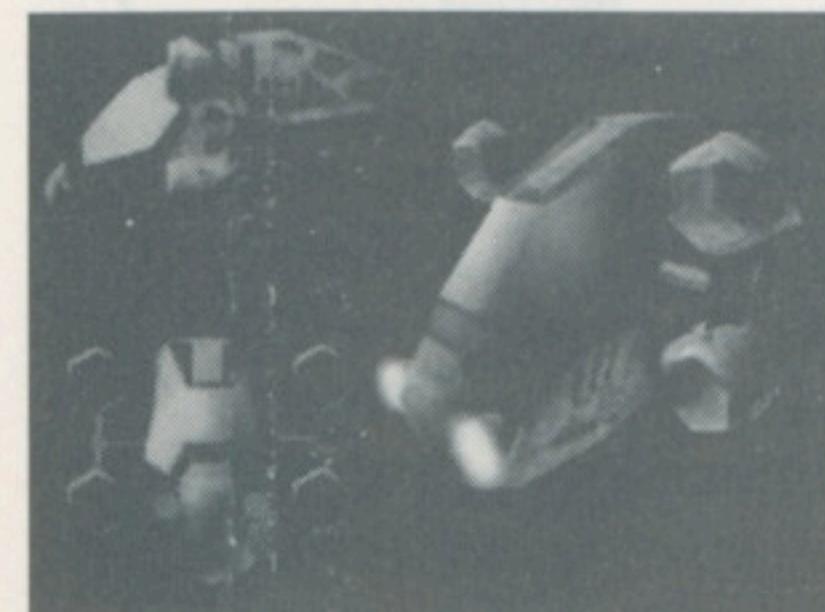
290

Manufacturer:

McDonald Enterprises

GP 2 SPITFIRE

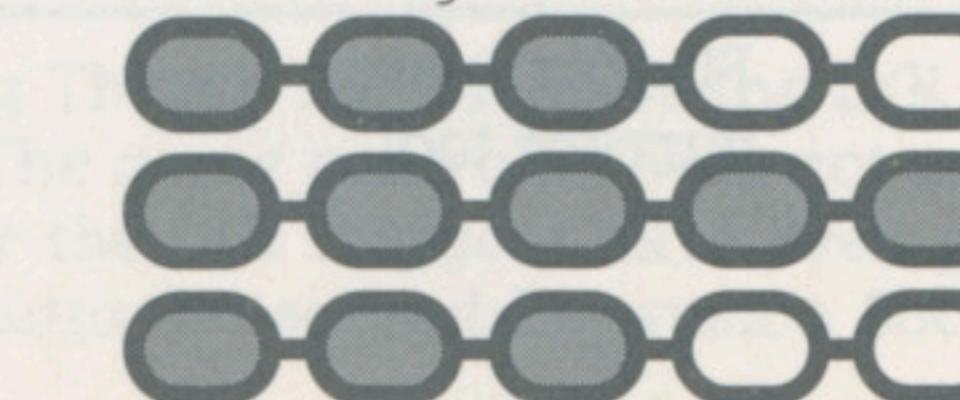
Using the police scout sub as a template the DF created the Spitfire. The Spitfire has a very short turning circle with moderate speed whilst boasting a considerable weapon payload. It also has the ability to carry and operate the Remotely Operated Vehicle (ROV).



Statistics:

Type:

Assault Fighter (Modified Police Scout Sub.)



Speed:

Handling:

Shields:

Max Depth:

365

Manufacturer: Original design- McDonald Enterprises
Modified by- Jenkins Engineering Solutions.

GP 3 TORNADO

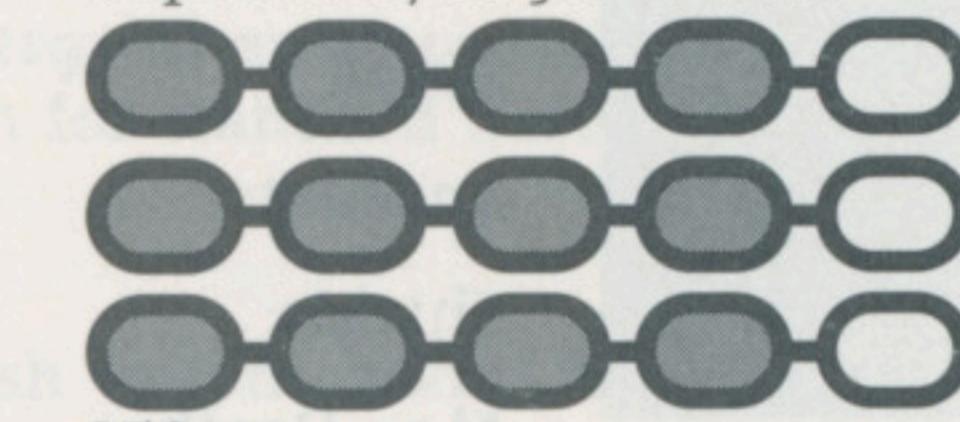
The Tornado military sub is the Elite fighter sub of the DF fleet. Its exceptional performance ensures that any experienced pilot will choose it above any other. It sacrifices tool compatibility, for more weapons, more maneuverability and speed.



Statistics:

Type:

Superiority Fighter Sub.



Speed:

Handling:

Shields:

Max Depth:

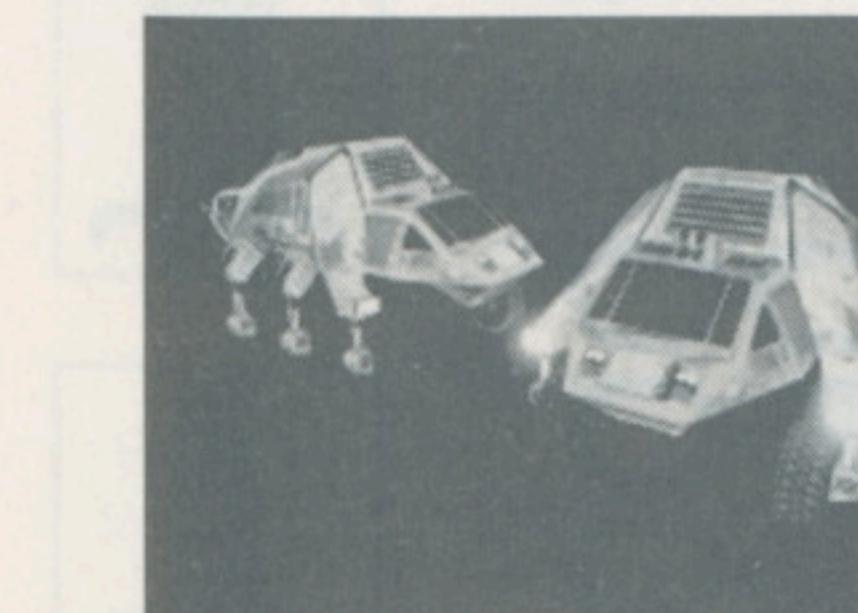
Manufacturer:
Electronics

Defense Force Engineering & Rendle

350

GP 4 IGUANA

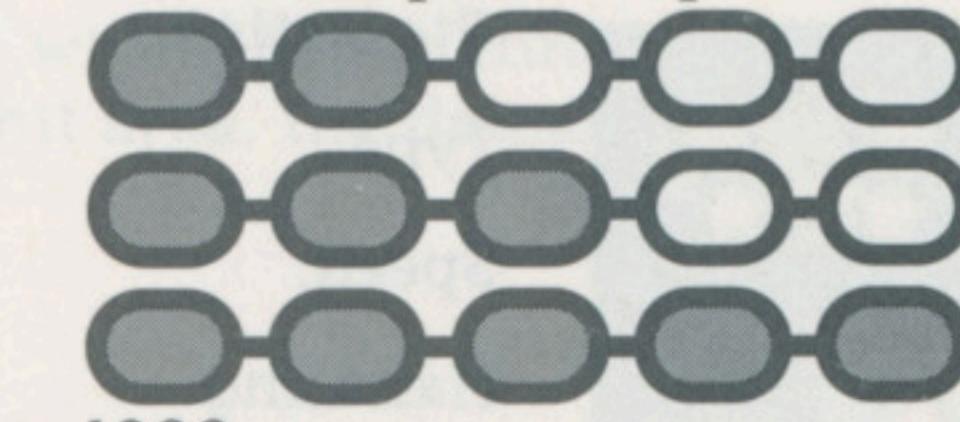
Based upon the original scout fighter used during the Colonial Wars, this upgraded version is equally at home on land as below water. Its greater girth allows for a larger missile hold as well as thicker armor plating, although achieved at the expense of speed and maneuverability.



Statistics:

Type:

Multi-Purpose Amphibious Scout Fighter



Speed:

Handling:

Shields:

Max Depth:

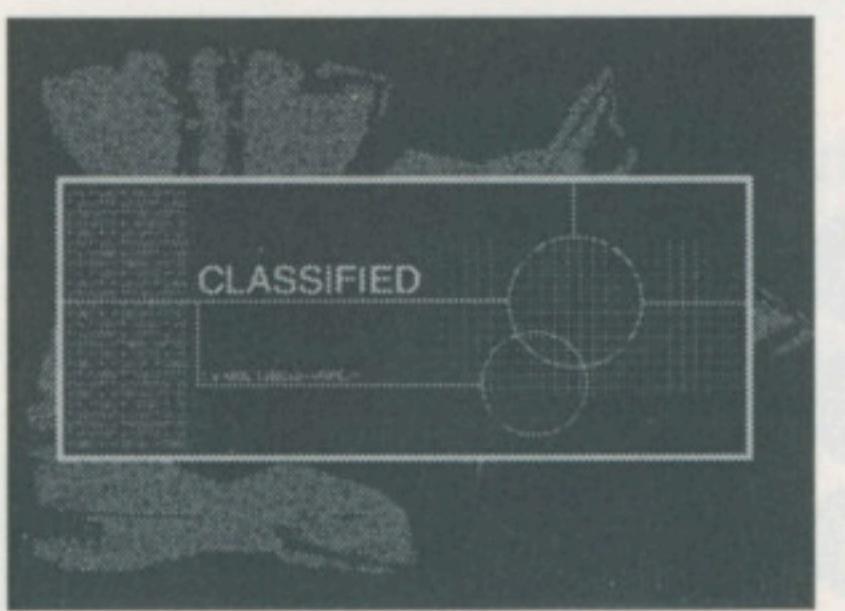
Manufacturer:

Lake Industries PLC

1000

GP 5 WRAITH (Stealth Sub)

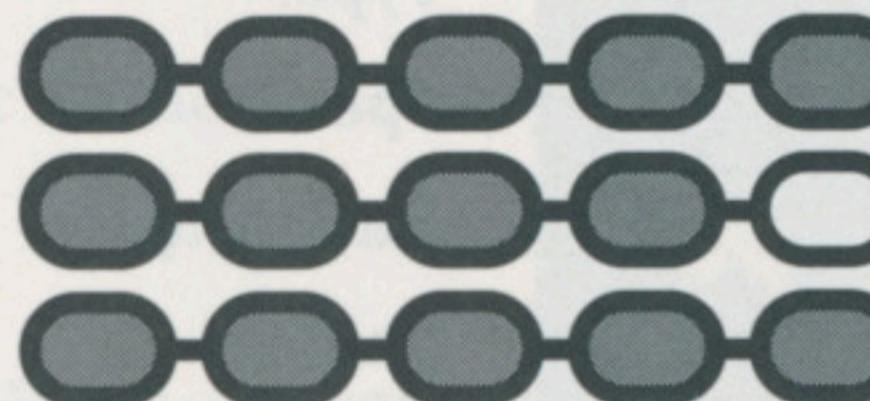
Very little is known of the Wraith Stealth Sub, other than it being a product of collaboration between Defense Force engineers and the scientists over at McCrea Technologies. Rumored to be completely silent in its operation, the Wraith fighter sub officially does not exist and as such has 'apparently' never been used in a combat environment.



Statistics:

Type:

Stealth Sub



Speed:

Handling:

Shields:

Max Depth:

2000

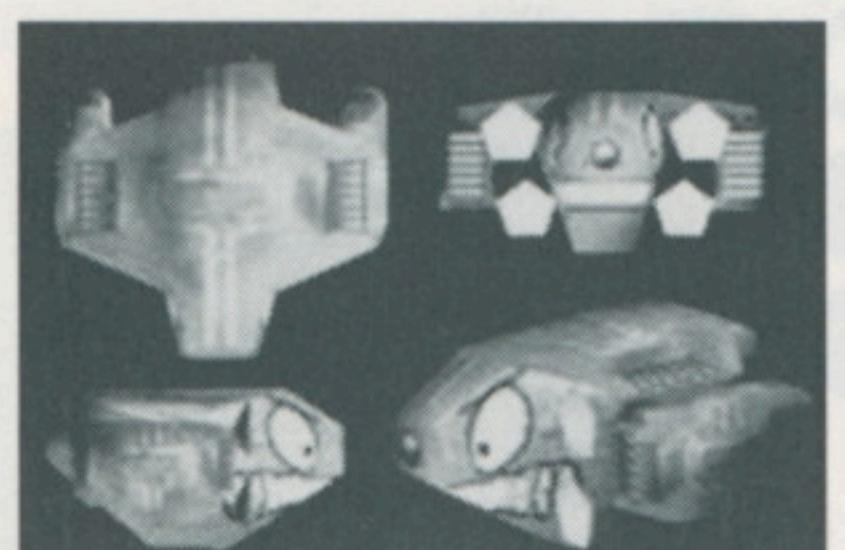
Manufacturer:

Defense Force Engineering & McCrea Technologies

Remotely Operated Vehicle (ROV) - "Bob"

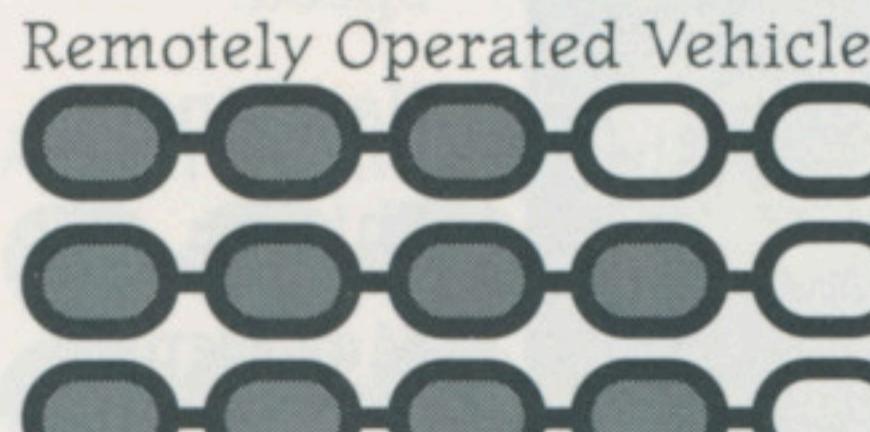
This is a small, non-manned, self-powered and remotely operated sub, which can be used to do a multitude of tasks. Its most obvious advantage is its size, getting through small spaces that the larger subs cannot. Equipped with a camera for relaying information.

Can only be equipped to the GP2 Spitfire fighter sub class. Can only be deployed in certain locations and its HUD icon will go red when it is in an unsuitable area.



Statistics:

Type:



Speed:

Handling:

Shields:

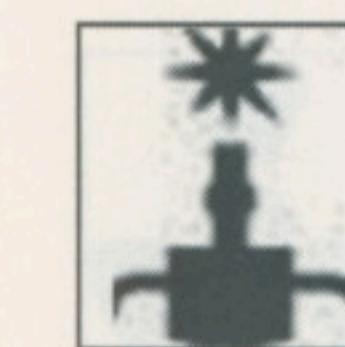
Max Depth:

930

Manufacturer:

Defense Force Engineering

DEFENSE FORCE WEAPONS



Pulse Gun

By drawing small amounts of power from a Thorium generator this weapon is able to fire bolts of plasma energy at an unprecedented rate. As a consequence this is the default weapon for standard Defense Force subs.



Stun Dart

A small dart that contains Lionfish venom, useful for stunning and slowing organic creatures.



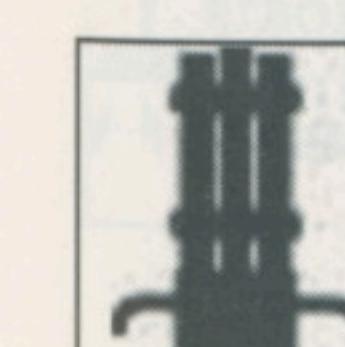
Puffer Torpedoes (Homing)

The player must keep the enemy within a small target area on the HUD for a second or so to achieve a lock. A hit is then almost guaranteed.



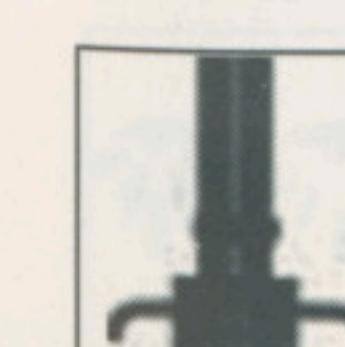
Self Targeting-Homers

These advanced torpedoes achieve an instant lock on any suitable target. A hit is almost always guaranteed since the initial torpedo divides into 3 smaller warheads that track down and chase the enemy.



Ripper

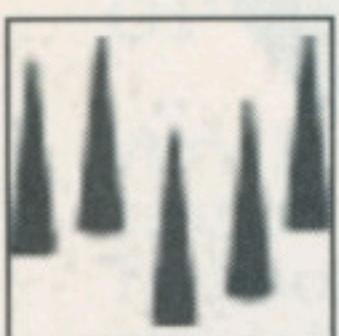
Standard projectile machine gun with a devastating effect. More precise than the Sarnoff with a smaller hit area, the damage it inflicts decreases over distance.



Sarnoff

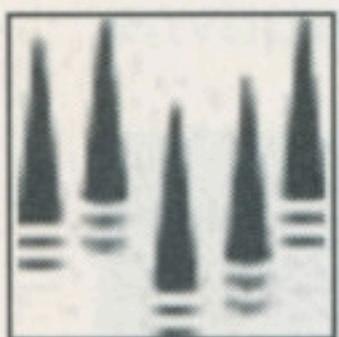
Instant multiple-hit weapon, with a wide hit area, which takes a second to reload. Powerful at close range but the damage it inflicts drops dramatically over distance.

DEFENSE FORCE TOOLS



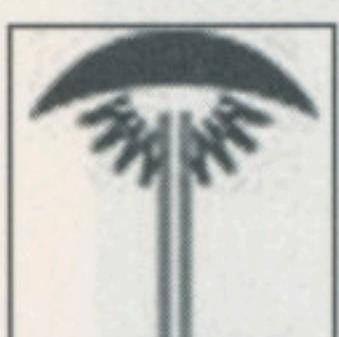
Pin Gun

Fires 5 metallic pins that implant themselves into the target and explode after 3 seconds. Very powerful explosion, but the pins when fired have a slow velocity towards the foe, making it a difficult weapon to hit targets with. Best get close.

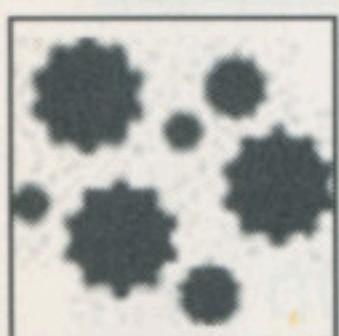


Rapid Pin Gun

Fast firing version of the pin gun but without the explosive charge.



Fires a single beam that can be maintained by keeping the fire key depressed. The battery that powers the laser will deplete when the laser is activated and recharges slowly when not in use.



Small magnetic mines, these are released in-groups of five from the rear of your sub and cause chaos for chasing assailants.



Disk Bomb

If fired when above water, it will skip across the surface until it reaches its target. When underwater it behaves like a regular torpedo.



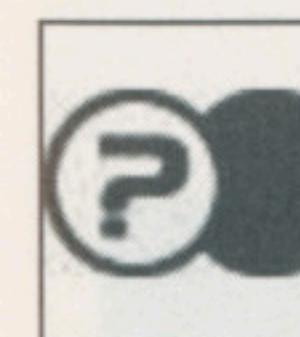
Electro Net

Released from the back of the sub, it opens up into a circular net and floats there, creating an electrified wall that sends a powerful electrical current through anything that hits it. Radar invisible.



Geiger Counter

This device comes as standard with the majority of Defense Force subs. The player is able to detect nearby radiation as well as determine which direction it is coming from.



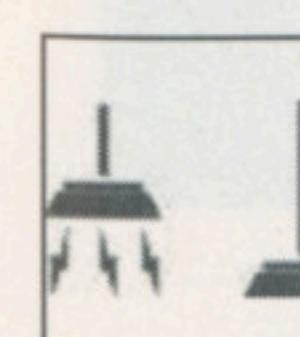
Object Analyzer

This system is always on. It will automatically lock onto an object that falls beneath the central crosshair. The identifier will zoom in and lock onto any relevant object; the sub computer will then display the object's name beneath the central square.



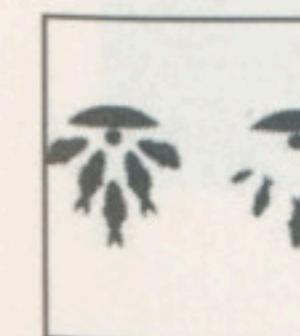
Object Retrieval System (ORS)

Automatically used to suck up objects (such as Thorium) from below the fighter sub. Activate the tool near a Drop Point to release the gathered cargo.



Magnetic Grappling Hook (MGH)

This is a combination of the defunct magnetic and grappling hook tools. Now one tool can be used for both purposes. Once the MGH has been activated it will attach itself to any suitable object automatically as long as it is in range. (When in use the camera switches to an external view.) The MGH must be retracted to dock at the city or enter the High Speed Tunnel.



Attractortron

There are certain types of fish (mainly foodstuffs like yellowfish) that are powerless against the Attractortron and will follow your sub around anywhere whilst it is activated.

Flares

A standard light-emitting flare. Created with a bolt of energy, making it unlimited but with a recharge time, this object illuminates the directly surrounding area. There are three different types:



Standard - fades out after a set period.



Sticky - sticks to the wall or objects it hits.



Ricochet - bounces off walls or objects.



Heat Indicator

This icon will highlight on the HUD when a heat danger is present. It will flash when the heat is affecting your sub's shields.

CHARACTERS



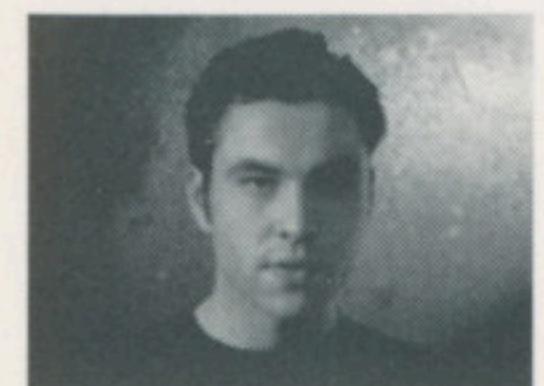
Admiral Lynn:

Your ranking officer, a harsh taskmaster who will reprimand you for the slightest mistake. He is well respected by his peers for always accomplishing his goals. That respect is also displayed by the cadets in his command for doing all he can to ensure their survival.



Razz:

Razz is your group leader. She is hot-blooded, feisty and always out to prove her superiority. If you can put up with her constant sarcasm she will prove a stalwart ally.



Deav:

Deav is a brooding, focused individual. Although an excellent pilot he has always been somewhat overshadowed by Razz, which may explain his dark, aggressive nature.



Professor Joh:

A brilliant if eccentric scientist, Professor Joh is a key member of the Mothership research program. He can get a little flustered but pay heed to every word he says. He is very rarely wrong.



Doctor Bokaie:

The young doctor is a lady on her way up in the governmental hierarchy. Through a mixture of raw ability and boundless enthusiasm (she can be a little too enthusiastic at times) she is now the youngest ever departmental head in recorded history.



Shadowkin:

The dark to your light. The Shadowkin were once part of everyday society. Looking back through the archives no explanation can be found for the fragmentation of the initial colony. Although the Shadowkin are essentially humanoid in form, they appear to have mutated in a variety of different ways. Again, at present the Defense Force has no explanation for this.

CREDITS

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NOTES

PROOF OF PURCHASE

Deep Fighter
0.08888.26004.2



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TECHNICAL SUPPORT - If you need technical assistance with this product, call us at (415)547-4028 Monday through Friday between 8:30AM and 5:30PM, Pacific Standard Time, or write to us at the address noted below. No hints, tips, or codes are available from this phone number or address.

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